UTOPIA™

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5149-4289

MATTEL ELECTRONICS

INTELLIVISION® Intelligent Television

CARTRIDGE INSTRUCTIONS

UTOPIA™

(FOR 1 OR 2 PLAYERS)

FOR COLOR TV VIEWING ONLY

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5149-0920

If you've ever muttered, "I'd certainly do better, if I ruled that country," then this game is for you. UTOPIA™ puts you in charge of your own island state. You control the treasury, agriculture, industry, housing, education, hospitals and military. You allocate funds to create revenue and improve life on your island. If your decisions are wise and the people are happy, you rack up points. If not, rebels begin to infiltrate your paradise. Chances are, you'll find that running a country is every bit as complicated as it seems.

OBJECT OF THE GAME

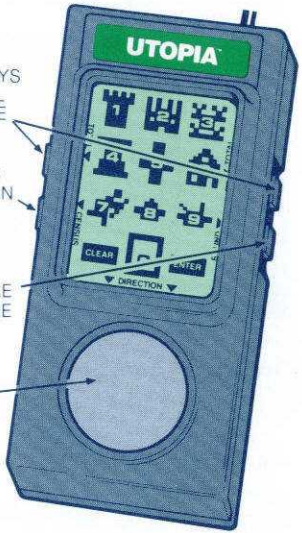
1 PLAYER To score the most points possible, in the number of rounds selected (your term of office). Points reflect the overall well-being of the people and are gained by earning and spending revenue to improve living conditions on the island you select.

2 PLAYER To outscore your opponent by improving living conditions on your island either by cooperating with your opponent or by causing rebellion and loss of revenue on your opponent's island.

1 OR 2 PLAYER GAME Both games are played by the same rules. In a 1-player game, choose one island to control and ignore the other. Use left hand controller for island on left; right hand controller for island on right.

CHECK YOUR CONTROLS

Slide UTOPIA™ overlays in Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).



WHEN YOU SEE THE GAME TITLE, PRESS THE DISC.

1 Use number keys on either hand controller to select NUMBER OF ROUNDS IN GAME (from 1 to 50). This is your term of office. Then press ENTER.

2 Use number keys on either hand controller to select length of each round (from 30 to 120 seconds). Then press ENTER.

3 Before ENTER is pressed, the numbers keyed in can be erased by pressing CLEAR key.

WHEN GAME STARTS, YOU WILL SEE TWO ISLANDS.

"GOLD BARS" IN PLAYER 1 TREASURY

ROUNDS LEFT IN GAME (INCLUDING PRESENT ROUND)

TIME LEFT IN PRESENT ROUND

"GOLD BARS" IN PLAYER 2 TREASURY

You may also see:

RAIN CLOUDS | PIRATE SHIPS | TROPICAL STORMS | SCHOOLS OF FISH | HURRICANES

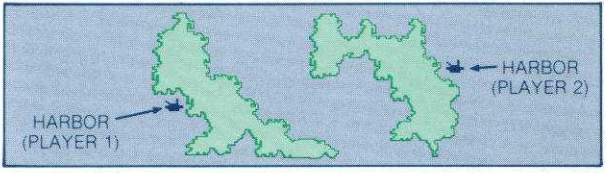
The computer controls these elements, which come and go at random.

GOVERNING YOUR ISLAND KINGDOM

You win by accumulating POINTS, not money. Your gold bars are meant to be spent. Each player starts the game with 100 gold bars.

Select items to purchase from the Budget Expenditure Table, page 4.

Use the DISC to position your cursor ☐ over the area of your island where you want to build or plant crops. DO NOT use the cursor to place rebels on your opponent's island or to buy a boat. Rebels are placed randomly by the computer and boats automatically appear in your island harbor when purchased.



Check your treasury to make sure you have enough gold bars to buy the item you want. (Each item's cost is listed in the table.) Find the item symbol on your keypad overlay. Press that key, then ENTER.

The item symbol will appear on your island where the cursor was positioned. The cost will be deducted from your treasury.

You may purchase items at any time during any round, as long as you have sufficient funds. (If you try to buy with insufficient funds, you get nothing but a RAZZ.)

At the end of a round, all action freezes for a few seconds. You hear a "times up" signal. Your treasury display changes to show your score for the last round (points gained), then your total score so far. When the game resumes, action picks up where it left off. Your treasury display returns, with any earnings from the last round added.

BUDGET EXPENDITURES

ITEM/COST IN GOLD BARS	SYMBOL	TYPE OF BENEFIT/DETAILS
FORT 50		**PROTECTION** Guards surrounding land area against rebels. Guards nearby fishing boats against pirates and opponent's PT boats.
FACTORY 40		**INCOME** Earns at least 4 gold bars per round. (More as well-being of people increases.) Pollution increases death rate.
ACRE OF CROPS 3		**INCOME/POINTS** Each acre feeds approx. 500 people. When rained upon, yields added revenue (approx. 1 gold bar per acre). Average life of an acre of crops is 3 rounds, but this number varies.
SCHOOL 35		**INCOME/POINTS** Increases well-being of people and productivity of factories.
HOSPITAL 75		**INCOME/POINTS** Increases population and greatly increases factory productivity.
HOUSING PROJECT 60		**POINTS** Increases harmony on island by housing 500 people.
REBEL SOLDIERS 30		**AGGRESSION** Cause opponent to lose points or income.
PT BOAT 40		**PROTECTION/AGGRESSION** Guards your fishing boat against pirates. Sinks opponent's fishing boat.
FISHING BOAT 25		**INCOME/POINTS** Automatically feeds 500 people and earns 1 gold bar/round. If moved over a school of fish, earns 1 gold bar for every second remaining over fish. Can be sunk by pirates, PT boats or hurricanes.

KEEP TRACK OF YOUR SCORE AND POPULATION

Check score or population any time during a round.

Either top action button....
Display total score so far.
Lower right action button....
Display score for previous round.
Lower left action button....
Display your island population.

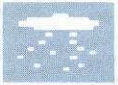
You automatically earn *10 GOLD BARS* per round, even if you do nothing during that round.

Be aware of your census count, so that you can provide adequate food, housing, schools and hospitals for the people. Remember:

1 housing project per 500 people.
1 fishing boat OR 1 acre of crops per 500 people.
Hospitals and schools are up to you.

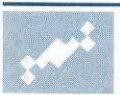
KEEP AN EYE ON THE WEATHER

You can't control it, but you can try to anticipate it.



RAIN STORMS help your crops grow. Try to plant where the rain most frequently falls. There are no set paths for rain, but you will notice general patterns.

TROPICAL STORMS bring a deluge. They may either help your crops or destroy them. On rare occasions, they may destroy a building or boat.



HURRICANES usually lay waste to everything in their paths. Fishing boats will be sunk if moving, but have a chance of surviving if anchored. Everything else over which the hurricane passes has a 2/3 chance of being leveled. As in real life, the faster a hurricane moves, the less damage it inflicts.

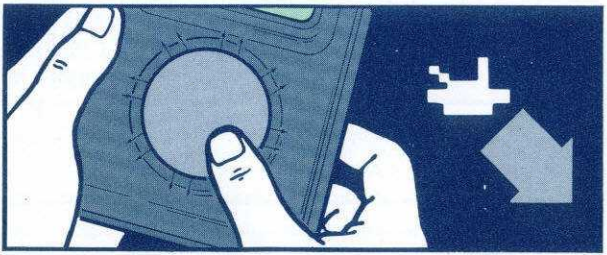
BE ON GUARD AGAINST REBELS

If the people are not satisfied, rebels may spring up on your island. Your opponent can also pay to establish rebels on your island. (And you can do the same to your opponent.) Rebels appear at random points, destroying anything on which they land. Peace can be restored only by increasing the people's well-being. A rebel faction will then disappear, usually within one round.

A FORT protects everything within a one-cursor radius around itself (including boats, if the fort is on the shoreline).

KEEP YOUR SHIPS SAILING

TO CONTROL your fishing boat or PT boat, move the cursor over the boat, then press the CURSOR key. The cursor will disappear and you will be able to use the DISC to move your boat.



PRESS TOP OF DISC TO MOVE BOAT UP. PRESS RIGHT SIDE OF DISC TO MOVE BOAT RIGHT, LEFT SIDE OF DISC TO MOVE BOAT LEFT, AND SO FORTH...IN 16 DIRECTIONS AROUND DISC.

If you have a boat docked in your harbor, you must move it, before you can buy another boat.

Watch out for invisible SAND BARS near the shore lines. They can slow you down when you are trying to move quickly. Avoid sand bars by moving parallel to shore whenever possible.

TO REGAIN CONTROL OF THE CURSOR, press the CURSOR key. The cursor will reappear and you can move it, using the Disc. The boat will be anchored at its current position (except in the bottom inch of the screen where the score is displayed).

Once a boat is anchored, it will not move. A FISHING BOAT can still fish (if it is over a school of fish)...or be sunk, so best not to leave it in open water. A PT BOAT cannot attack when anchored... but it can be sunk.

PIRATES AND PT BOATS

- A PT boat can sink opponent's fishing boat by occupying the same space.
- PT boats cannot sink pirate ships or other PT boats.
- PT boats can stop pirate ships by moving in front of them. Use a PT boat to protect a fishing boat in harbor.
- PT boats can ONLY be sunk by hurricanes or tropical storms (rare).
- PT boats cannot fish.
- You cannot control BOTH PT boat and fishing boat at the same time.
- Pirates can ONLY be sunk by hurricanes or tropical storms (rare).
- Pirates can sink fishing boats by occupying the same space.

HOW TO WIN THE GOVERNOR'S AWARD

1 Start with a greater number of shorter rounds (30-45 seconds), since earnings and points are added each round.

2 Buy a fishing boat in the first round, and hang on to it. It's the only income source that you can really control.

3 Get housing established early in the game, then go for a factory. Remember that factories cause a slow-down in population.

4 Hospitals dramatically increase productivity, but they also boost population. Since the point value of each individual improvement DECREASES as population increases, save hospital construction for late in the game.

5 Do your planting early in the round. Crops planted late may disappear as soon as the round ends.

6 Don't overplant. Crops are an unreliable source of income, since they depend on rain. They also require replanting.

7 Don't drop anchor for long in the upper left section of the screen. All hurricanes originate here.

8 Prepare for the possibility of aggression. Build your town in a circle with a space left in the center for a fort, so it can protect the entire town if necessary.

9 Don't be afraid to take aggressive action yourself, if your score falls behind your opponent's. But build your fort first.

10 As a cooperative tactic, BOTH players can invest in PT boats early in the game, then position the PT boats where they will block the arrival of pirates. Pirates usually appear first in the corners.

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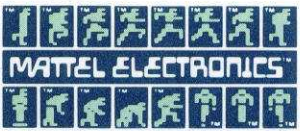

Other electronic games
available from Mattel Electronics.
Look for them!